



**BINGO GAME TO IMPROVE THE VOCABULARY MASTERY
OF THE SEVENTH GRADE STUDENTS
OF SMP N 1 KALINYAMATAN JEPARA
IN ACADEMIC YEAR 2015/ 2016**

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**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2015**



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SKRIPSI

**Presented to the University of Muria Kudus
In Partial Fulfillment of the Requirements for Completing the Sarjana
Program
in the Department of English Education**

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2015**

MOTTO AND DEDICATION

MOTTO:

- *Do anything pleurably, and then the result will be pleurable.*
- *Must be better again and again.*
- *Keep spirit and do the best in any activity for the real value.*
- *Have passion and intention, then try and pray to do it.*

DEDICATION:

This skripsi is dedicated to:

- *The researcher's parents (Yahsun and Muhayati).*
- *The researcher's special one (M. Andika Bastian).*
- *Her best friends (Nafila, Yeni, Mareta, and Neni).*

ADVISOR'S APPROVAL

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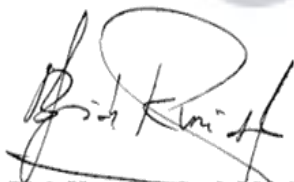
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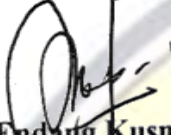
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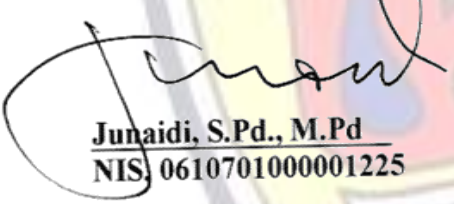
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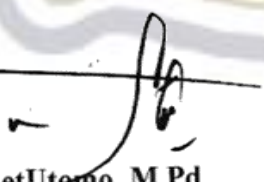
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10. Anyone that can not be mentioned directly or indirectly who has help the researcher in completing this research.

The researcher expects that this skripsi will be useful for those, especially who are in the field of education.

Kudus, September 2015

The Researcher

Nila Nadia Amalia

ABSTRACT

Amalia, Nila Nadia. 2015. *Bingo Game to Improve the Vocabulary Mastery of the Seventh Grade Students of SMP N 1 Kalinyamatan Jepara in Academic Year 2015/2016*. Skripsi: English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (1) Dra. Sri Endang Kusmaryati, M.Pd., (2) Nuraeningsih, S.Pd., M.Pd.

Key words: *Bingo Game and classroom action research*.

In English language teaching, there are five English components namely: Grammar, Vocabulary, Pronunciation, Fluency and Comprehension. When the students have known enough vocabulary, it will help them to make their learning process go easier with the maximum result. However, the fact shows that there are many students of seventh graders especially the students of class VII E of SMP N 1 Kalinyamatan Jepara who still have low mastery in vocabulary. The students are difficult to understand and memorize vocabulary. Therefore, the researcher proposes Bingo Game as a technique of teaching to solve the students' problem.

The objective of this research is to find out whether Bingo Game can improve the vocabulary mastery of the seventh grade students of SMP N 1 Kalinyamatan Jepara in academic year 2015/2016.

This research belongs to classroom action research. This research is conducted in SMP N 1 Kalinyamatan Jepara, while the subject is the students of class VII E of SMP N 1 Kalinyamatan Jepara that consist of 39 students. This research is done in 2 cycles. There are two meetings in each cycle which consist of four stages, those are: planning, acting, observing, and reflecting. In this research, there are two instruments that are used by the researcher to collect the data. They are observation sheet and multiple choices test.

The result shows that the students' vocabulary mastery improve from cycle 1 until cycle 2. In pre-cycle, the average of students' vocabulary score is 64.51, in cycle 1 the average of students' vocabulary score is 73.74 and in the cycle 2 of the students' vocabulary score is 83.69. From the data above, the category of the average score of the students' vocabulary mastery in cycle 1 is sufficient, while the category of the average score of the students' vocabulary mastery in cycle 2 is good. The students and teacher's activity are improved and the problem faced by the teacher are decreased in every cycle.

From the facts above, the researcher give suggestions to the English teacher to apply Bingo Game in teaching and learning process to solve the students' problem. So the teacher can apply this technique as the technique of teaching in order to make the students more interested in memorizing many English words.

ABSTRAK

Amalia, Nila Nadia. 2015. *Bingo Game to Improve the Vocabulary Mastery of the Seventh Grade Students of SMP N 1 Kalinyamatan Jepara in Academic Year 2015/2016*. Skripsi: Pendidikan Bahasa Inggris, Fakultas Keguruan Ilmu Pendidikan Universitas Muria Kudus. Pembimbing: (1) Dra. Sri Endang Kusmaryati, M.Pd., (2) Nuraeningsih, S.Pd., M.Pd.

Kata-kata kunci: *Permainan Bingo dan penelitian tindakan kelas*

Dalam pengajaran bahasa Inggris, ada lima komponen English yaitu: Grammar, Vocabulary, Pengucapan, Kefasihan dan Pemahaman. Ketika siswa telah mengenal cukup kosakata, itu akan membantu mereka untuk membuat proses belajar mereka lebih mudah dengan hasil yang maksimal. Namun, fakta menunjukkan bahwa ada banyak siswa dari siswa kelas tujuh khususnya siswa kelas VII E SMP N 1 Kalinyamatan Jepara yang masih memiliki penguasaan kosakata rendah. Para siswa sulit untuk memahami dan menghafal kosakata. Oleh karena itu, peneliti mengusulkan permainan Bingo sebagai teknik pengajaran untuk memecahkan masalah siswa.

Tujuan dari penelitian ini adalah untuk mengetahui apakah Permainan Bingo dapat meningkatkan penguasaan kosakata siswa kelas VII SMP N 1 Kalinyamatan Jepara di tahun akademik 2015/2016.

Penelitian ini termasuk penelitian tindakan kelas. Penelitian ini dilakukan di SMP N 1 Kalinyamatan Jepara, sedangkan subjeknya adalah siswa kelas VII E SMP N 1 Kalinyamatan Jepara yang terdiri dari 39 siswa. Penelitian ini dilakukan dalam 2 siklus. Ada dua pertemuan di setiap siklus yang terdiri dari empat tahap, yaitu: perencanaan, pelaksanaan, observasi, dan refleksi. Dalam penelitian ini, ada dua instrumen yang digunakan oleh peneliti untuk mengumpulkan data. Dua instrumen tersebut yaitu lembar observasi dan tes pilihan ganda.

Hasil penelitian menunjukkan bahwa penguasaan kosakata pada siswa meningkat dari siklus 1 sampai siklus 2. Pada pra-siklus, rata-rata skor kosakata siswa adalah 64.51, pada siklus 1 rata-rata skor kosakata siswa adalah 73.74 dan pada siklus 2 rata-rata skor kosakata siswa adalah 83.69. Dari data di atas, kategori skor rata-rata siswa penguasaan kosakata dalam siklus 1 sudah cukup, sedangkan kategori skor rata-rata siswa penguasaan kosakata dalam siklus 2 adalah baik. Sementara itu, aktifitas guru dan siswa di kelas juga mengalami peningkatan dan masalah yang ada juga sudah berkurang dalam setiap siklus.

Dari fakta di atas, peneliti memberikan saran kepada guru Bahasa Inggris untuk menerapkan permainan Bingo dalam proses belajar mengajar untuk memecahkan masalah siswa. Jadi guru bisa menerapkan teknik ini sebagai teknik pengajaran untuk membuat siswa lebih tertarik menghafal banyak kata bahasa Inggris.

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